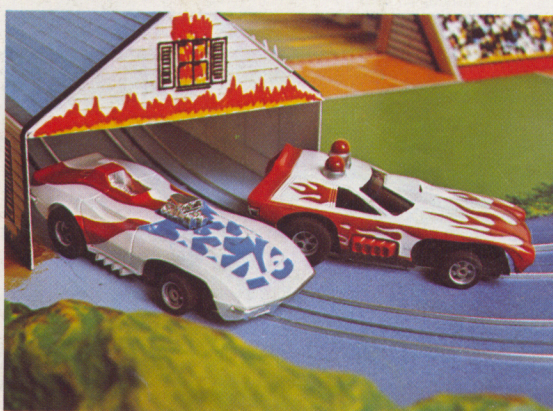




toys & games

1977 **AURORA®**

THIS IS THE WAY TO RUN A RAILROAD!

INTRODUCING

rail mastersTM

More than just trains—it's a complete, pre-assembled, scenic train set that's ready to run practically out of the package! The tedious, time consuming effort of putting together track, trestles and bridges has been completely eliminated. This is instant fun and excitement. Kids can play with Rail MastersTM almost as soon as they open the box.

There are two exciting new Rail MastersTM sets; Redball ExpressTM and the Astro ExpressTM—each set comes complete and ready to run with finely detailed cars which run on a beautifully decorated train layout.

There are bridges, tunnels, round houses, switches, engines, cars and much more to provide hours of fantasy and adventure for the kids. Plus, there's an Aurora[®] exclusive, a unique re-railing system that allows a child or adult to easily place a car on the track in seconds, anywhere on the layout. There's also a hand-held controller for complete control of train speed and direction.

Rail MastersTM are a truly new innovative development in model trains—total train layouts, ready to run—new from Aurora[®].



Red Ball Express™

It's the Redball Express™ humming down the tracks to deliver the goods. Through the tunnel, 'round the curves and drop the cargo off at the freight siding. Then it's back to the roundhouse to split up the train, pick up a new load and then it's off again.

Contents: • Diesel Switcher Engine

• Bulk-Head Flat Car with 3 Cable Spools

• Bulk-Head Flat Car with 6 Pipes

• Gondola • Caboose

• Hand Controller with Forward and Reverse Switch & Battery Plug Connection

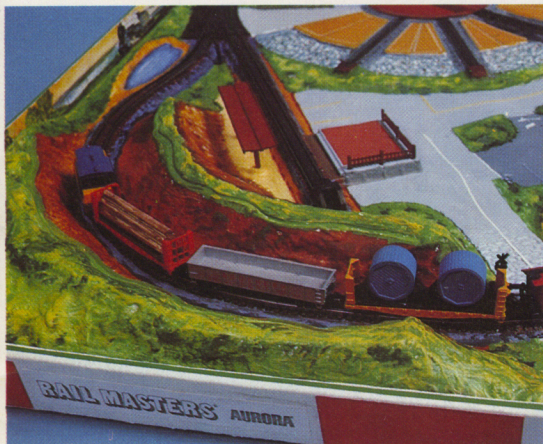
• Completely Decorated Base Layout 22¾" x 33¾"



OPERATING ROUNDHOUSE



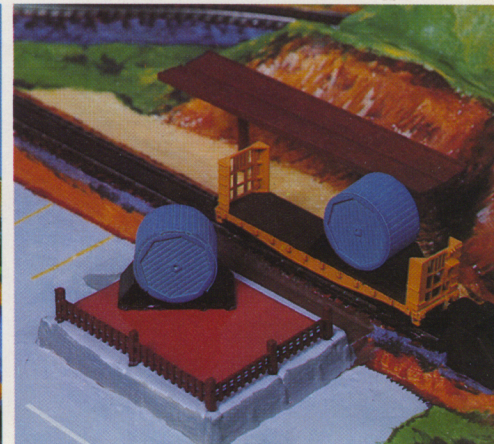
HIGH BALLING THROUGH THE RAVINE



THROUGH THE TUNNEL



FREIGHT SIDING





LIGHTED DIESEL SWITCHER ENGINE

NO. 5443

Astro Express™

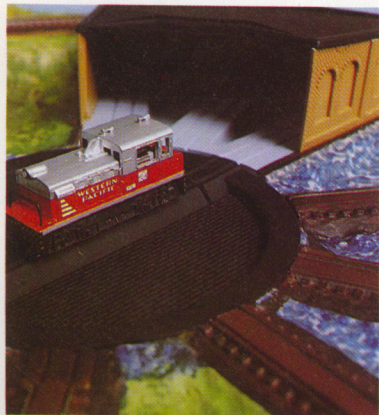
The Astro Express™ rumbles down the track—headlight piercing through the night. It's a long haul through the tunnel, 'round the curves and over the bridges to deliver the rocket and its fuel for an early morning launch.

- Contents:
- Lighted Diesel Switcher Engine
 - Bulk-Head Flat Car with Tank & Flat Truck
 - Bulk-Head Flat Car with Rocket & Trailer
 - Gondola with 3-Cable Spools
 - Hand Controller with Forward and Reverse Switch
 - Wall-Pak® with Plug
 - Completely Decorated Base Layout 25" x 48"



HAND CONTROLLER WITH FORWARD & REVERSE SWITCH

OPERATING ROUNDHOUSE



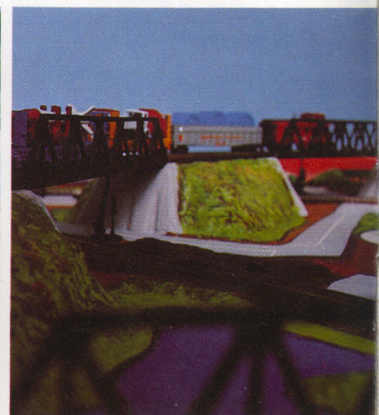
ROCKET IN ROCKET LAUNCHING PAD



HIGH BALLING THROUGH THE RAVINE



TRESTLE BRIDGE



rail masters™ ACCESSORIES

- No. 5470 Diesel Switcher Engine with headlight
 No. 5471 Gondola
 No. 5472 Gondola with cable spools

- No. 5473 Bulk Head Flat Car
 No. 5474 Bulk Head Flat Car with cable spools
 No. 5475 Bulk Head Flat Car with pipe sections
 No. 5476 Bulk Head Flat Car with two trucks
 No. 5477 Bulk Head Flat Car with rocket & trailer

- No. 5478 Auto Carrier with six automobiles
 No. 5479 Caboose
 No. 5480 36 Piece Rolling Stock Assortment (4 styles each of above styles) (#5471-5479)
 No. 5490 Rail Masters™ Wall-Pak®

Each car individually packaged in window box.

Introducing!

IMAGIN-ACTION™ ADVENTURE SERIES

Aurora® introduces the Imagin-Action™ Adventure Series featuring the most realistic-looking play figures ever. The Adventure Series includes the most popular play themes to capture the imagination of kids plus each set has many interesting and authentic-looking pieces for plenty of action.

NO. 5352

BEACHHEAD INVASION™

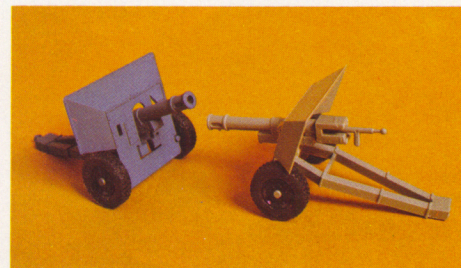
FIGHT TO CAPTURE THE BEACH WITH THE "BEACHHEAD INVASION™ ADVENTURE SET."

Reenact a historic battle between opposing armies with this realistic looking adventure set. American troops are attacking German fortifications—move the U.S. forces to block their offensive attack and then counter attack with your tank and artillery pieces to break through the German defenses. If you're successful, the Beachhead is yours.

The soldiers are accurately detailed for a truly realistic look and are articulated at the waist and head for additional play value.

Contents:

- 2 Tanks with Figures
- Personnel Carrier
- 2 Artillery Pieces
- Terrain
- 2 Flag Poles with 1 German and 1 U.S. Flag
- U.S. Soldiers
- German Soldiers
- Terrain Layout Sheet 26"x34"
- Figures Molded in Multi-Colored Plastic



ARTILLERY PIECES

Carton Pack: 4
Carton Weight: 18
Game Size: 26" x 34"



GERMAN TANK



**LEGS & UPPER BODIES
CAN BE INTERCHANGED**



PERSONNEL CARRIER



U.S. TANK

NO. 5351

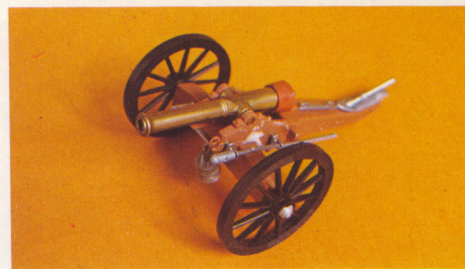
ATTACK ON FORT GERONIMO™

IT'S THE SOLDIERS VS. THE INDIANS IN THE "ATTACK ON FORT GERONIMO™ ADVENTURE SET."

A classic confrontation. The Indians are attacking the fort—will the soldiers be able to hold out until reinforcements arrive? Move the soldiers to the West wall to repel the Indians who are gathering for the attack. The Indians and soldiers are accurately detailed for a truly realistic look and are articulated at the waist and head for additional play value.

Contents:

- Fort • Flag Pole & Flag
- Standing & Mounted Cavalry Soldiers
- Standing & Mounted Indian Figures
- Tepee • Cannon • Ladders • Cactus
- Indian Ponies • Cavalry Horses
- Terrain Layout Sheet 26"x28"
- Figures Molded in Multi-Colored Plastic



ARTILLERY PIECE



Carton Pack: 4
Carton Weight: 18
Game Size: 26" x 28"



LEGS & UPPER BODIES
CAN BE INTERCHANGED



FORT ENTRANCE



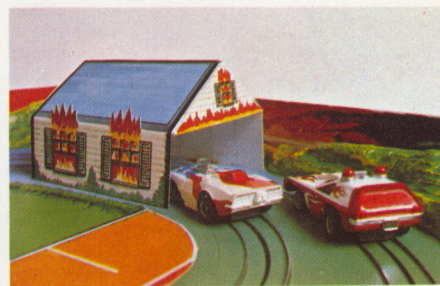
INTERLOCKING CORNERS



NO. 5755

FIREMEN'S THRILL SHOW™ RACE SET

There's a fire and the race is on to get there first! Cars zoom from the Fire House through the ladder swivel . . . must be careful, bad timing and you'll be knocked off the track. Race round the curve and past the Fire Pit where two lanes squeeze down to one. Jump the fire hydrants but be careful—it's dangerous—Then it's on to the burning building—the first one through is the winner!



BURNING BUILDING



Carton Pack: 6
Carton Weight: 18 lbs.
Game Size: 26¼"x17½"



FIRE HYDRANT JUMPS



2 LANES SQUEEZE INTO ONE



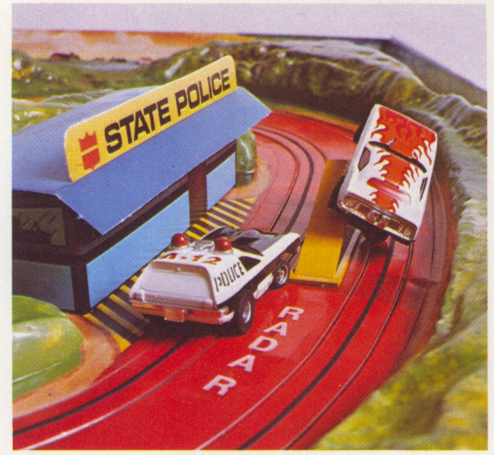
LADDER SWIVEL



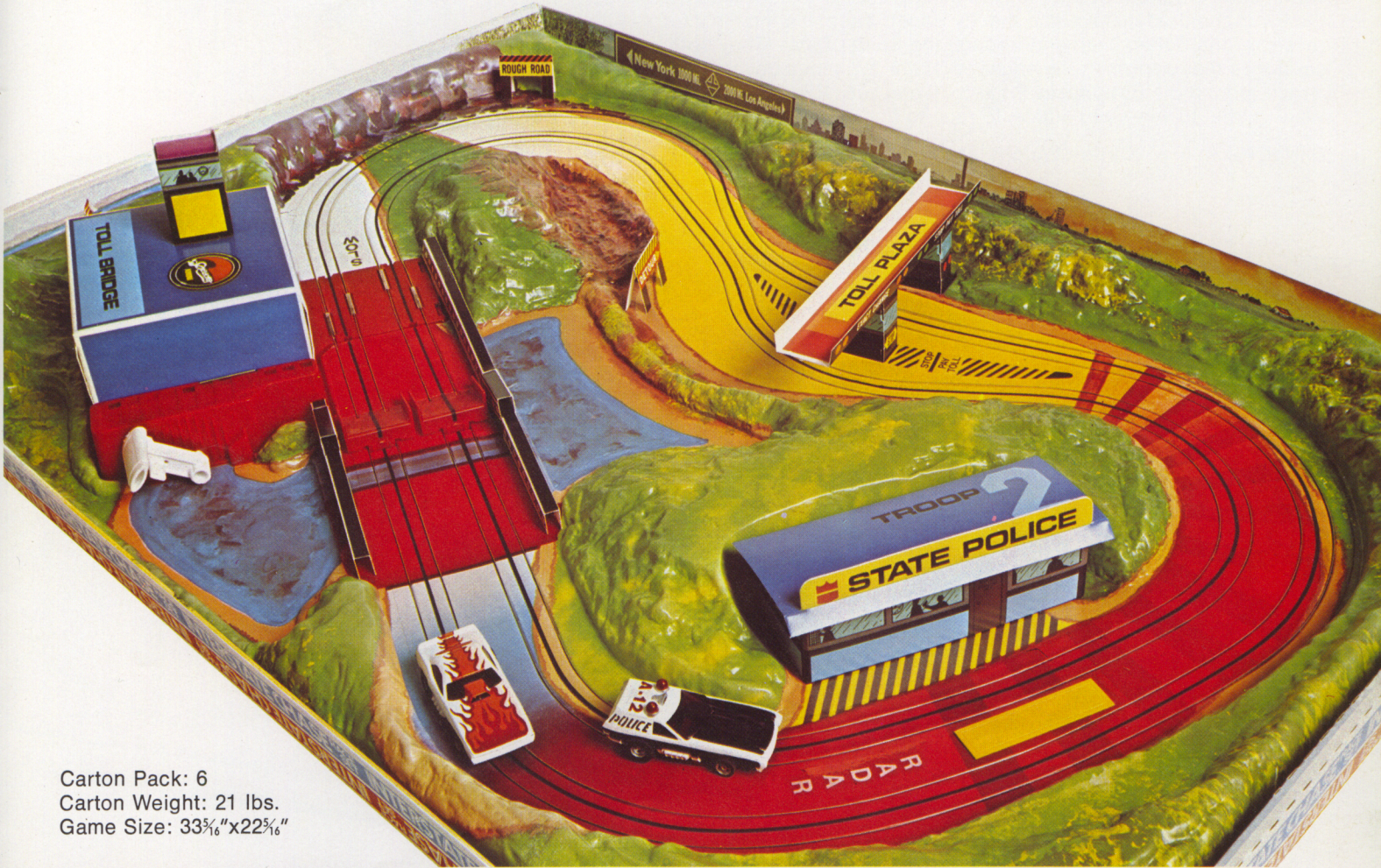
NO. 5756

INTERSTATE CHASE™ RACE SET

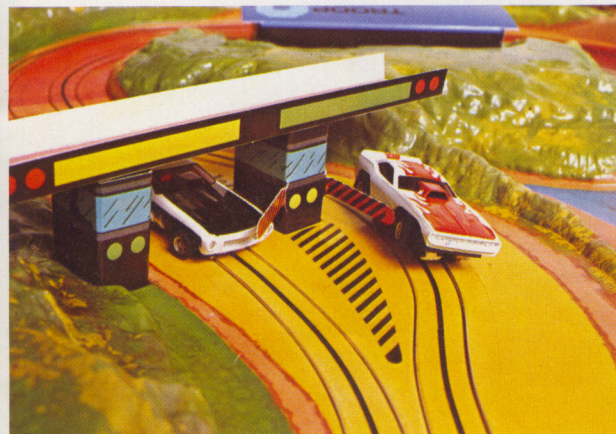
Who is faster, the police car or the speeder? The chase is on . . . through the Toll Plaza and into the construction area where the two lanes detour down to one and the road is very rough. A wild jump over the drawbridge as it opens and into the Radar Trap, where one car could get blasted off the track— Hopefully, the speeder is caught and justice is done!



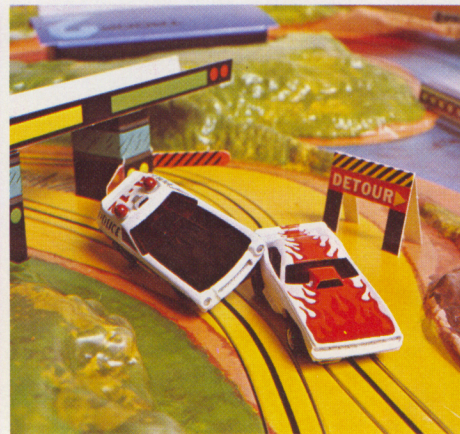
RADAR TRAP



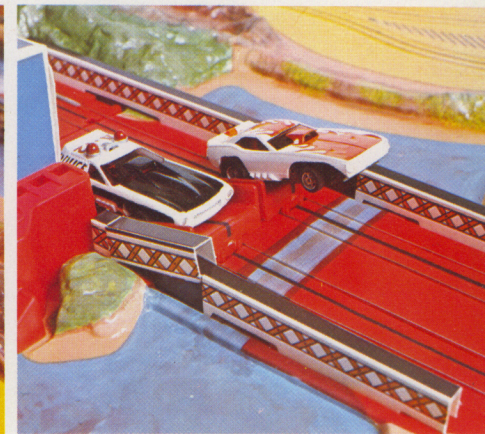
Carton Pack: 6
Carton Weight: 21 lbs.
Game Size: 33 $\frac{3}{16}$ "x22 $\frac{3}{16}$ "



TOLL PLAZA



DETOUR



DRAWBRIDGE JUMP



NO. 5757

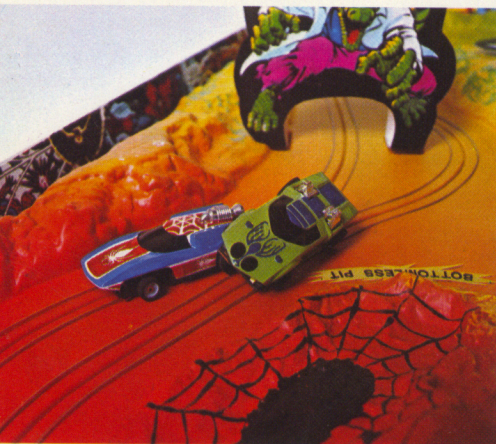
SPIDER-MAN MEETS THE FLY

RACE SET

Who's going to win as Spider-Man and the Fly race through Fly Territory and Spider-Man Country. It's an exciting race as Spider-Man and the Fly try to knock each other out of the race—a deadly duel as Spider-Man tries to trap the Fly in the Spider Cave and the Fly Paper. Then, it's the Fly's turn as they race over the Spider Trap and through the Spider Eater. They both have to be careful as they approach the squeeze where two lanes become one. Then it's a race around the Bottomless Pit and up and over the dangerous Flap-Trap. Who's going to win—you'll have to race to find out!

Carton Pack: 6 Carton Weight: 21 lbs. Carton Size: 33 $\frac{3}{8}$ "x22 $\frac{1}{2}$ "

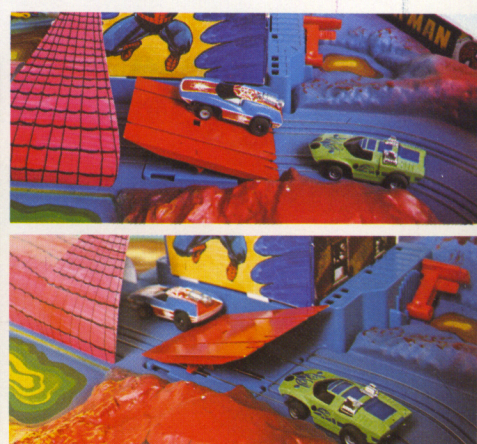
Spider-Man is a property of the Marvel Comics Group.
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2 LANES SQUEEZE INTO ONE



SPIDER TRAP



FLAP-TRAP



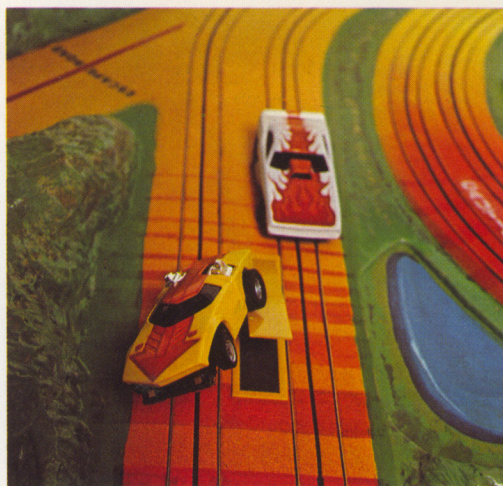
NO. 5758

DRAG CITY™

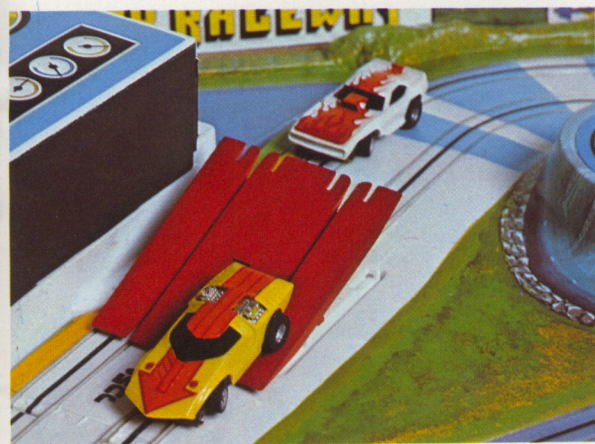
RACE SET

The race is on! Cars zoom down the straightaway and over the blow-out patch—careful, you'll never know when one of the cars will be blown off the track!—into the Terror Tunnel, through it and out—speed past the Grandstand and into Chicken Alley, where two lanes become one. Slow down, curves ahead. Speed up and into the nerve-wracking Flip-Flop—Bad timing and you'll be knocked out of the race. And then, it's through the checkered flags, thrills and chills from start to finish.

Carton Pack: 6
Carton Weight: 24 lbs.
Game Size: 41"x30¼"



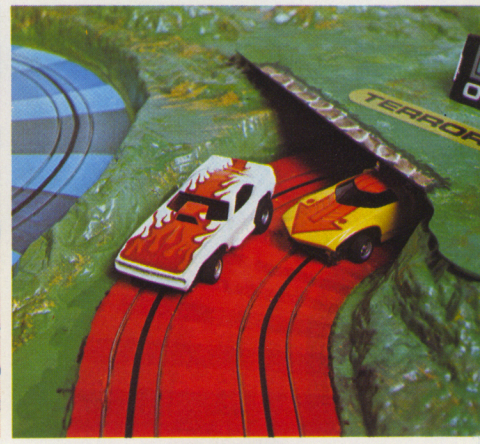
BLOW-OUT PATCH



FLIP-FLOP



CHICKEN ALLEY SQUEEZE



TERROR TUNNEL

AURORA® SCRE-E-CHERS™

CARS Carton Pack: 24
Carton Weight: 5 lbs.



NO. 5801
SMOKIE'S MAGNUM WAGON



NO. 5802
RAPID RESCUE



NO. 5803
SUPER CHIEF



NO. 5804
FLAMING 'CUDA



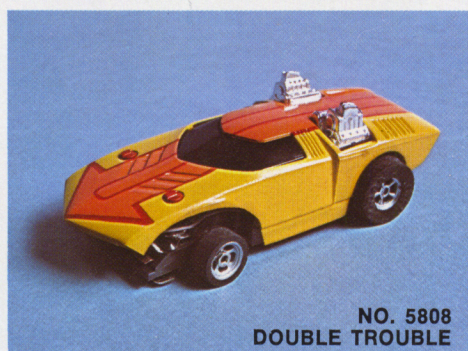
NO. 5805
PINTO THUNDERBOLT



NO. 5806
'76' SUPERVETTE



NO. 5807
TERRIBLE TURBO



NO. 5808
DOUBLE TROUBLE



NO. 5809
POTENT PINTO



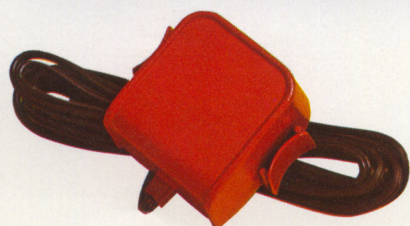
NO. 5810
06 SUPER 'CUDA



NO. 5812
FLY MOBILE



NO. 5811
SPIDER MOBILE



NO. 5770 WALL PAK® ACCESSORY

For uninterrupted play, the Scre-e-chers™ Wall-Pak® can be used instead of batteries. It's equipped with quick connect terminals for fast, easy hook-up.

Carton Pack: 6
Carton Weight: 5 lbs.

Brunswick's air-hockey[®] GAME

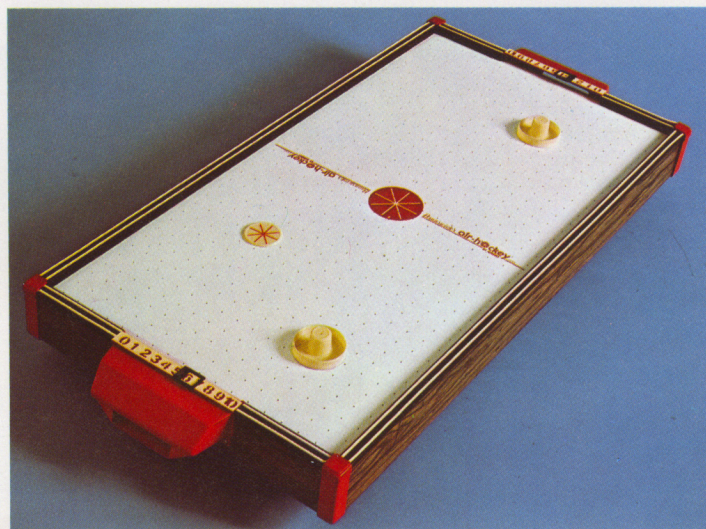
BY AURORA[®]

The original Air Hockey[®]... The fastest hockey game ever. Licensed to Aurora by the Brunswick Corp. The puck travels on a cushion of air created by an electric motor and reaches speeds up to 100 M.P.H. There's never been anything like it. Sturdy, wooden construction with Glow-in-the-Dark border, puck and strikers.

NO. 5535

AIR HOCKEY[®] with GLOW-IN-THE-DARK

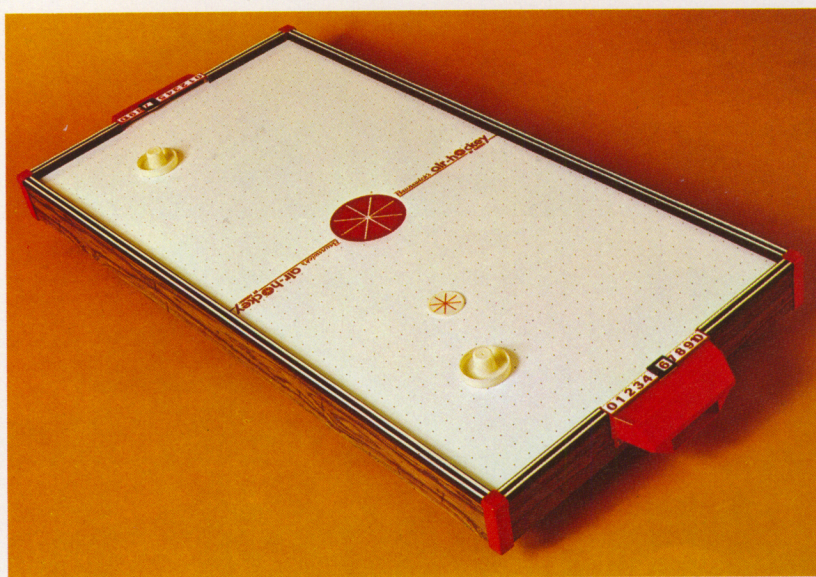
Carton Pack: 1
Carton Weight: 11 lbs.
Game Size: 40³/₄"x18³/₄"x5¹/₄"



NO. 5536

AIR HOCKEY[®] with GLOW-IN-THE-DARK

Carton Pack: 1
Carton Weight: 13 lbs.
Game Size: 48"x22"x5¹/₂"



No. 7604

AIR HOCKEY[®]

Speed is the pace of the game! A puck travels swiftly over an air cushion created by an electric motor. Side bumpers accelerate the action on a scuff resistant playfield. A deluxe score indicator lights up when a goal is scored. Floor Model—sturdy legs of wood construction.

Carton Pack: 1
Carton Weight: 95 lbs.
Game Size: 30"x60"x32¹/₂"



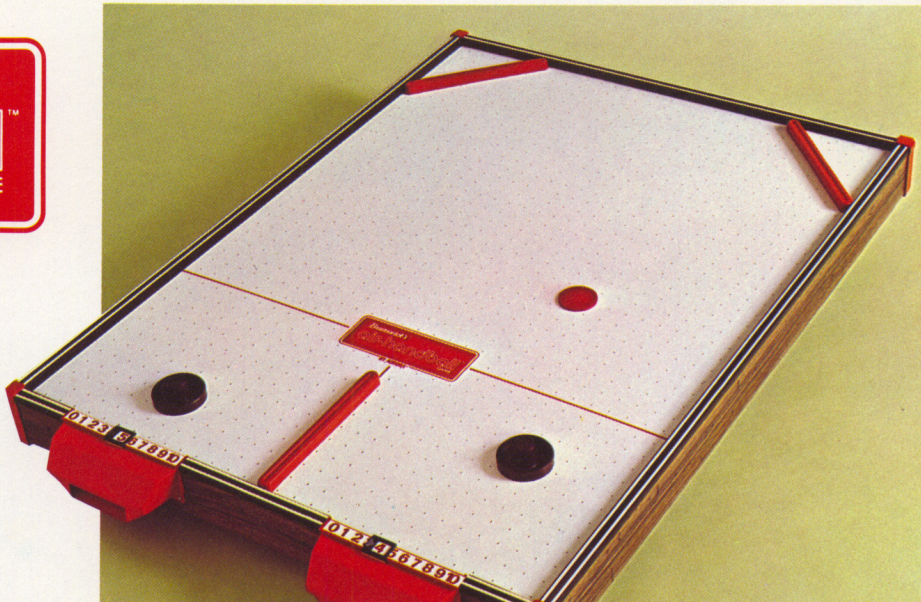
NO. 5538

Brunswick's air-handball™ GAME

BY AURORA™

Two players on the same side have a divider between them in this super fast table top game. An electric motor under the game forces air thru holes in playing surface, causing puck to float on an air cushion. Goal of the game: to bank, double-bank or triple-bank the disc past the opponent with a hand-held striker. As fast paced as a real 4-wall handball match! Sturdy wood construction.

Carton Pack: 1 Carton Weight: 14 lbs.
Game Size: 42¼"x31"x6"

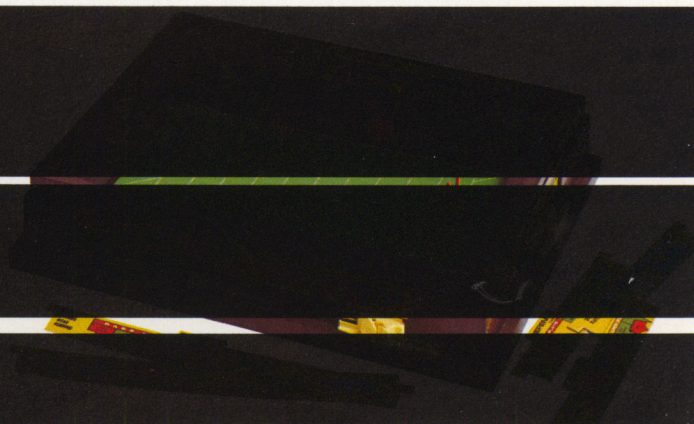


NO. 5516

MONDAY NIGHT FOOTBALL™

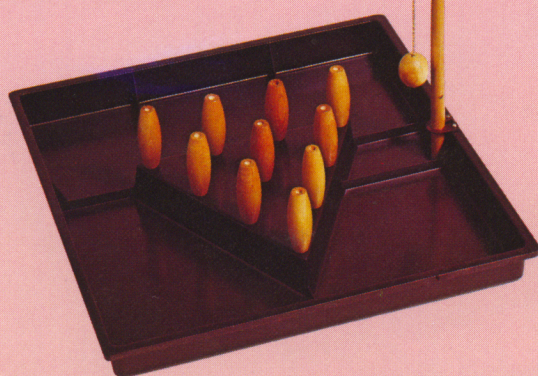
Originally the computerized electric way! Over 1400 different plays. One player chooses the offensive, opponent sets up his defense. A push of the READ-OUT button and...instantly, the results light up on the playing field.

Carton Pack: 2
Carton Weight: 16 lbs.
Game Size: 21"x15"x5"



NO. 5501

SKITTLE BOWL®

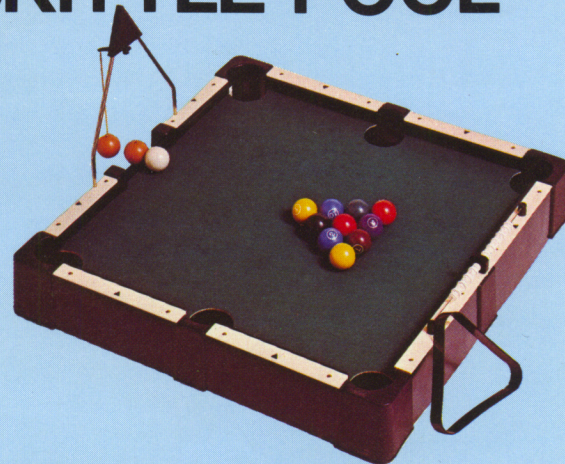


Bowling Alley fun without leaving home! Solid, sturdy wood pins, pole and ball. Now in its 8th BIG year! Never-ending appeal for all ages.

Carton Pack: 3 Carton Weight: 16 lbs.,
Game Size: 22"x22"x2½"

NO. 5511

SKITTLE POOL®



Big fun in a small space! Felt surface playing table with ball returns, 10 numbered balls, cue ball, metal arch, swinging ball and chain, magic cue, ball rack and scoring counter. Ready to shoot!

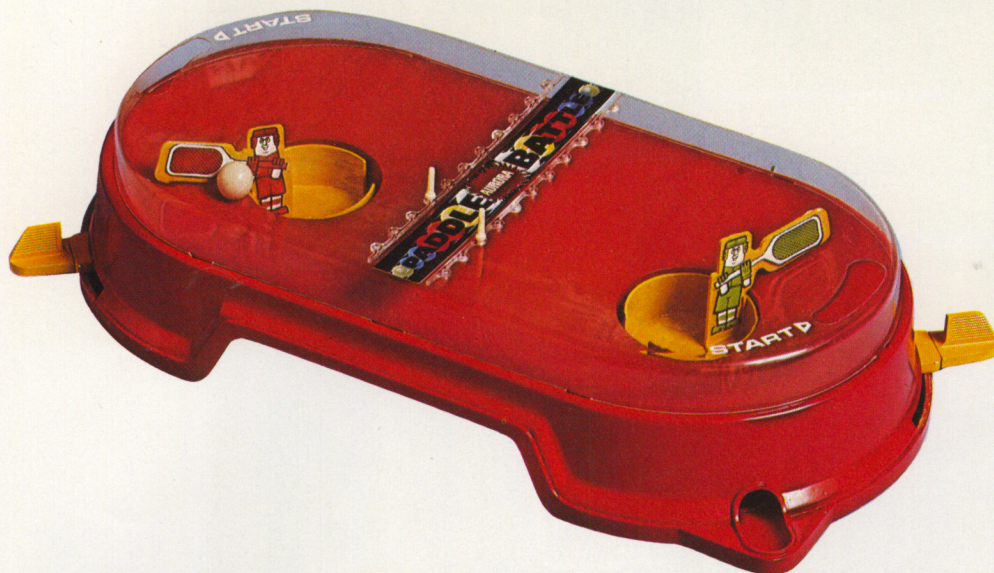
Carton Pack: 3 Carton Weight: 30 lbs.
Game Size: 23½"x23½"x3¾"

NO. 5545

JAW BREAKER™

A plastic whale sits on a playing board that represents dangerous waters. He holds an inflated balloon in his mouth. Two to four players each start from the ship-wrecked U.S.S. Trouble to "swim" to shore. A roll of the die tells a player how far to go. If he lands on a red dot, he turns the fin the number of times shown on his die. A turn too many makes the balloon burst and swimmer must start again. Thrill-ll-ing! Complete with die and 18 balloons.

Carton Pack: 6
Carton Weight: 14 lbs.
Game Size: 20"x18"x6"



NO. 5543

PADDLE BATTLE™

Two players take sides to hit a ball into the opposite cup and score a point when it stops there. Move the scoring peg on top each time a point is made, 10 points win the game. The clear plastic dome keeps the ball in play.

Carton Pack: 6
Carton Weight: 20 lbs.
Game Size: 19"x10"x3½"

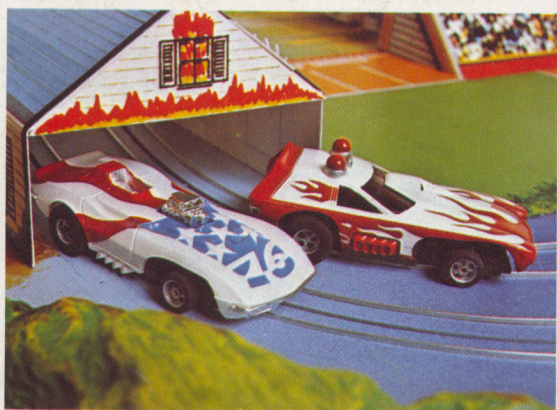


NO. 5587

KAR-A-A-TE MEN®

Two life-like Karate figures that move like real Karate champions. Each figure thrusts with the left hand, chops with the right hand, and kicks with the right foot. Each is controlled, move for move, by two opposing challengers. So every chop, thrust and kick is up to the player . . . to attack or defend. Hit just the right pressure point and win the match.

Carton Pack: 4 Carton Weight: 18 lbs.
Game Size: Each Figure
14½"x10¼"x11¼"



toys & games

1977 **AURORA®**